

300 Chess Ideas

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1- In a closed position, the times don't matter as much.
difference.

2- Turning an advantage around is difficult in chess. For example,
trading a pair of bishops for a better structure, or a knight in a hole.

Open column, therefore I exchange rooks for passed pawns. Or
I simplify it to get to the end. It's all technique, you have to
to assess.

3- Strictly following the general rules of chess will depend on the
position.

4- Maintain tension between the pieces or pawns; exchanging too many
pieces leads to a draw.

5. In chess, don't overdo the abstractions.

6- In Blitz, a good opening and tactics are more important.

7- Chess today is very concrete; nobody looks for aesthetics, even if
the move is ugly, but it wins, it's played.

8 - Positions with 7 pieces or less have already been resolved by the engine.
"Counting both sides and obviously the kings."

9- Not only you, but when the opponent plays very aggressively (unnecessarily), both of you will have to come up with crazy moves at some point.

10- "Play chess better, and you won't need to sacrifice."

11- Having preferences means having weaknesses.

12- An unprotected piece is always a prime target for a counter-attack by the opponent.

13- In theoretical endgames, the rook has the same value as the bishop.

14- There is something stronger than Stockfish, and that is Stockfish plus a human being.

15- Trading too much tends to be bad, because the pieces are elements that will make you win a game; without them, it's impossible.

1- Having many pieces on the board tends to confuse amateurs or intermediate players, as they won't know where to place them, so they make mistakes, and with little time left on the clock, even a professional can make mistakes.

2- Maintain tension (tension = I can replace it immediately, but I don't), not replacing parts or components, in

Most of the time it's good, because the opponent will have more options for moves (same idea as above) and trades that
They lead nowhere and are bad, since you only exchange positions when it will improve things, or to avoid making things worse.
Therefore, exchanging too many positions can lead to drawn positions, and a draw is not the goal of chess.

Trading is a simplification, not a transformation of advantage.
Simplification = (trading) leaving fewer pieces on the board to better exploit an advantage, as it slightly (or significantly) reduces the opponent's counterplay power.

In the specific case of central pawn tension, I can even end it by opening up the position through an exchange, or by closing the center by advancing a pawn, but this must be justified; I have to gain something: time on the opponent's piece, space, trapping opponent's pawns on the same square as the opponent's bishop = bad bishop... General idea: Build some advantage(s) before exchanging.

In most chess positions, you don't have a significant advantage, so trading is bad. In grandmaster games, there are few moments where you have an advantage or a major threat from your opponent that justifies trading.

16- Perhaps the secret of chess lies in the endgame, where everything is more tangible, measurable, comparable.

The midfield is just a midfield; everything there is very uncertain. The opening is the molecule of the mid-game and the atom of the endgame.

17- If you have nothing to do, you improve some piece, there's always something to improve, or you avoid good ideas.

From the opponent's side. But it's always good to look for a move that does both.

18- Waiting move = a move that passes the turn. It is useful when the opponent's position doesn't have many good moves right away.

He can worsen the situation, waste time... it also serves to see the opponent's plan, what it will be. A strategic Zug.

19- Sometimes your defeat is not due to a mistake of your own, but to the mistakes you made later, out of nervousness from having made the first one.

20- When the opponent makes mistakes in the opening, it's good to see if you can sacrifice something to take advantage of the opportunity. error.

21- A piece that attacks, targeting the opponent's weaknesses is 10 times more valuable than the one that doesn't aim.

22- Play on the wing if the center doesn't have counterplay, but what Steinitz didn't say is that despite this, you don't make aggressive plays on the wing if you don't have anything to attack.

23- "It's impossible to create weakness in the opponent's position; what we can expect is to play well and wait to take advantage of the weakness created or/and highlight it."

"Making it bigger, but we never create it, except in our own position."

24- When a guy is really good, he doesn't make shots that lose, nor shots that end in a draw.

25- In the beginning, all moves are arbitrary, not necessarily wrong. But the question is what you will do with these moves and this strategy, for example, advanced pawns = space, but if you don't transform the advantage they can become weaknesses, as they also carry their negative side.

26- In football, passing errors – when not egregious – happen due to good marking by the opponent; in chess, it's the same thing. Good prevention and pressure (initiative) forces the opponent to make inaccurate mistakes, which together will become significant and obvious.
Prophylaxis can also be a form of attack.

27- Most of the sub-promotions are for horses.

28- Magnus – "Chess taught me to make decisions quickly."

29- With each exchange, it's as if you're consolidating your position as it is. Whoever has a strategic or material advantage will retain it, and whoever doesn't will have a greater chance of continuing to lack it.

30- The Queen's Gambit isn't really a gambit, since White will recapture the pawn at some point. And the developmental advantage White gains by giving up the pawn on c4 isn't that great.

31- In the middlegame, a piece that defends a pawn isn't so bad, as there are several resources that can compensate for that. In the endgame, however, it depends; everything must be calculated due to the limited number of pieces available.

32- Chess is extremely logical; retreats and maneuvers become increasingly necessary when the opponent's defense improves. Sometimes, in such cases, a draw is synonymous with victory.

33- When you see a poorly positioned piece, you should attack it immediately.

34- Trading one advantage for another doesn't always mean the next one is more significant than the previous one. But it's still an advantage.

35- All pieces and pawns must focus on the same strategy. When the strategy changes, all pieces must change as well.

36- The engine always creates two or more threats, if you

If you can defend yourself against one, you can't defend yourself against the other.

Look for the play that contains the most ideas, that both attacks and defends.

37- How to make the opponent make a mistake? In general, a good player will not make mistakes unless they are being logically pressured. Developing and waiting only works against very bad players, who will drop pieces and make gross errors.

Play forward, always creating threats, but also keeping an eye on the opponent's counterplay. Active play creates potential threats; potential threats

= moves that could lead to tactical gains in 2 or 3 stages if only one side were playing. This way, the opponent will face two or three threats, dividing their attention and potentially making mistakes.

Threats to their king or the king itself.

The opponent gets greedy and makes a move (even a correct one), but prematurely. These are the two ways GMs can make mistakes, aside from the egregious errors that can occur in a...
Bad day.

38- Even if the opponent makes no mistakes, you can

Fighting against his ideas will be a strategic battle.

Even a good play can be exploited strategically.

39- A strategic error is more about what the piece fails to do than what it directly does.
That's bad. A hard mistake to spot.

40- In midfield, Zug appears when the center is closed.

41- In Blitz the knight is better than the bishop, it is difficult, with little time, to map the knight's strange movement.

42- It's difficult (when two Super GMs are involved) to determine whether a game is won based on superior technique, calculation, strategy...

Overall, one of the GMs wins through persistence. It's a
A bumpy ride out.

43- Pawn sacrifice is 90% linked to strategic issues, piece sacrifice to tactical issues.

44- To force an exchange of queens, attack the king.

45- Offense wins games, defense wins championships.
Be consistent.

46- Defeat demands more learning from you.

47- Most chess positions are matters of taste and style; only tactical positions are absolute.

48- 1- Understand the position 2- Create a plan 3- Choose the moves.

49- If the pawn moves beyond the fifth position, it becomes the most important piece in the position.

50- You learn the basic rules and then you learn which rules to break.

51- Computers tell us that you can make any move in chess.

52- Steinitz said that one should gain some advantage before attacking the king.

53- In terms of openings, playing an opening that your opponent always plays is better. Because it's bad for your opponent to play against something they consider good.

54- Magnus says it's good to think about each move for 10 to 15 minutes. 30 minutes is splitting hairs.

55- Game over is a simple calculation.

56 - Bishops of opposite colors, 1 - Attack, because the opponent

You will not be able to defend certain points (if you have heavy pieces on the board, the attack is stronger).

2- Place your pawns on the same color as your opponent's bishop (it depends).

3- There's no need to rush to convert this ending.

Pawns and passed pieces joined in the center equal one piece.

57- In Chess 960, symmetrical pawn responses are better.

Because the positions are bad at the beginning.

58- Positions where there are many threats to the king tend to cause the opponent to make mistakes.

59- You can't give your opponent a chance to attack you.

60- In open positions with the possibility of attacks,

Whoever gets their turn to play has a huge advantage.

61- The course of a game is primarily decided by the central pawns.

62- My impression is that everyone follows Steintz's principles, some more than others, but no one deviates from them for very long.

63- At the opening, looking for closed positions is bad.

64- Having more parts is better than having fewer parts.

65- Midgame Pawn = 198, Endgame Pawn = 258

Knight Midgame = 817, Knight Endgame = 846

Midgame Bishop = 836, Endgame Bishop = 857

Midgame Tower = 1270, Endgame Tower = 1281

Queen Midgame = 2521, Queen Endgame = 2558

66- If you are under attack on the wing, you can counter-attack on the other wing if the center is closed.

67- Attacking without sacrificing a piece at some point is everyone's dream, but it's impossible.

68- In every attack you must sacrifice at least one pawn, either before or during.

69- The fewer pieces on the board, the more deeply an engine can calculate. In the opening, it doesn't calculate much or takes longer to calculate, and the same is true in the middlegame because, with so many possibilities, it only goes up to a limit; it can't calculate everything.

The speed of calculation depends on the hardware, engine, and the number of variations you've included for analysis. "Depth" in Chessbase refers to how many moves ahead the engine has considered.

70 - Evaluation, depth, nodes per second.

71- 49,473 kN/s. This means that the mechanism is calculating 49,473,000 positions (knots) per second.

A knot is the totality of a position, including its history (e.g., castling or repetition of moves) and its evaluation. Some mechanisms operate with "thin" knots—that is, little evaluation—and are therefore very fast. Other mechanisms operate with "thick" knots—a lot of evaluation—and are slower. Therefore, it doesn't tell you much if you compare the number of knots that various mechanisms calculate directly.

72- Chess has not yet been fully unraveled; no engine can say that one move is 100% better than another, but many of these moves are bad or mediocre.

Therefore, I believe the engine has identified the moves that are worth playing; the only question is which is the best move to make, the one for "0.50" or the one for "0.51".

73- The computer gives the same result, but there are equal positions where, humanly speaking, someone is better at it; in practice, they are not equal.

74- King and queen endgame against a king and two or three pawns: you must pin the advanced pawns that have the king's support and gradually move your king closer, if possible launching double attacks (check and capturing other pawns). In the endgame, you will either play the rule of the opponent's king being in front of the pawn or your queen being placed on the square where the pawn would have been promoted, if the opponent's king is far from that square. home.

75- Strange moves are usually made to avoid the opponent's tactics, or to give a tactical advantage. The general ideas here take a back seat.

76- If a piece is better than yours, or has potential
For short or medium term, you make the switch.

77- The endgame table has up to seven pieces (including kings and pawns). Seven pieces in total, not on each side.

78- From weakest to strongest engine = all open or tactical positions are analyzed in the same way. In a tactical position, or one that tends to be, the engines have the same plan. In almost closed positions, the moves change.

79- Depth 20 is already world champion level. It depends on the engine. It also depends on the cores.

80- Every strange move that disrupts the position, sharp... when it's not a mistake, there's a tactical idea behind it.

81- Every difficult tactic has several seemingly good capture moves (or whatever else), but one of them is clearly the best. "The first move is always a capture."

In the case of tactics, the moves have no overall meaning; they are soulless—they either win a piece or deliver checkmate. There is no sublime or long-term strategic explanation.

82- Even bad players can find themselves in a difficult position, a common occurrence among super GMs.

83- The engine only sacrifices parts if it gains more parts. (like promoting a lady) or if you're going to give mate.

Since the calculation of any engine follows mathematical patterns, the engine makes a move, for example, knight = 1.50 more or less, which means that in about 30 moves the engine will win a pawn, or bishop = 4, which means that in very few moves the game will end.

Nowadays, with almost unlimited capacity and neural networks, it's difficult for a human being, even a genius, to understand and use as a standard the minimal advantages that the engine shows numerically.

The older ones that don't think so deeply (but still maintain a substantial standard).

(of analysis) it is easier to understand a plan and follow certain tactical patterns.

84- You can't retain a pattern or general idea 20 moves ahead; you can't relate those moves and create a general idea.

85- The engine is precise; if a move isn't made at the right time, in the right place, it can cancel out the entire line (it's difficult to know which moves are more connected to the others and which moves are more dispensable).

86- The human brain was made to store general ideas; thinking about things that don't exist, floating around the board at every moment of the game, is impossible.

87- Komodo 10 = the older the engine, the more you should try to follow its general ideas and trust the scoring. But even so, it has positions that are difficult to convert, with many resources available on both sides.

88- It's easier to understand a position when the komodo awards 2.0 points, whether in the opening, middle game, technical endgame, or theoretical endgame. In StockFish, this same point generally appears in humanly tying positions.

89- 1.5 in the mid-game = don't trust it too much (even if it's Komodo), analyze the position.

90 - Out of 3.0 points, overall the idea is clear, regardless of the game's stage and engine.

91- In chess, it's not enough to have well-positioned pieces to attack; your opponent needs weaknesses. Having weaknesses also means nothing if your opponent lacks the strength to attack you. Good needs bad, and bad needs good, to exist. Analyze them together.

92- While strategy is very important, it only gives us an idea of the position; what really makes the final difference is the calculation. Why is calculation superior to strategy?

1. To execute the strategy, one must calculate, even if it is an unconscious calculation.
2. It's easier to remember general ideas than specific ones. Calculus is specific.

93- Your moves don't need to be the best, they just need to be better than your opponent's.

94- There's no rating inflation on the internet, if you could play in person and with a variety of people...

If you played the same number of games as you do online, your rating would be the same as online.

95- Kasparov: "I didn't calculate it, I have several pieces attacking the king, that already gives me an idea."

96- Blitz is a way to make chess more commercial.

97- They talk a lot about sacrificing to attack and win, but first you must have a sharp game. The sacrifice can be before and/or during the attack.

98- 1- sharp play. 2- sacrifices (pawn and/or pieces, the quantity doesn't matter). 3- opponent reaches a terrible position or one that has a high tendency to become one. 4-

Herb tea

99- In the middlegame, calculate only 3 moves; the general idea of the position and prevention are more important.

Magnus - In difficult positions, calculate a maximum of 3 moves. From those three, you can also calculate 3 variations ahead - Fier.

Magnus - I have an idea of the position and I follow it. I calculate, and when it starts to get blurry, that's when I stop. I see images in my mind.

Kasparov - The more pieces in your opponent's attack than in their defense, the better. The fewer pieces, the better.

However, 5 against 3 is better than 7-5, since fewer pieces mean fewer surprises.

100- A forced opening leads to many exchanges, and this results in a draw. An opening that everyone knows isn't necessarily forced. Everyone knows the Sicilian Opening, but there are dozens of variations of that opening.

101- Sometimes a mistake can be due to partial forgetfulness.

102- Magnus – I can immediately tell if the path is good or not; the rest of the calculation is just to see if I haven't missed anything.

103- Magnus - Starting very well in the opening and winning in the middlegame isn't the only way to play chess. This becomes difficult if the opponent doesn't make particular, palpable mistakes, or go down a different path.

104- Magnus simultaneous chess: - I associate faces with a number and the number with the table.

105- There is a difference between understanding chess well and play well in championships. Fischer won many games through sheer willpower.

106- If you lost a match, try to draw the next one; you'll play more calmly.

107- Exceptions are only made in tactical or acute positions, only when you stand to gain something immediately. The problem is that you might "play it wrong," not following the concepts of the strategy.

108- It is only possible to convert material advantage with another Better material, or in matte. Conversion isn't just about swapping, Sometimes it's about sacrificing, irregular replacement, or letting a part be... captured, pawn.

109- There are plays that aren't very ingenious (with several ideas), there's only one idea, but it's good and the timing is right. It asks for it. Most of the time, chess calls for these moves.

110- Every pawn move leaves one square behind.

111- Itinerary of a chess game between Grandmasters or between players of equal strength. Everything remains pretty much the same until the middle of the game; defensive movements, prevention, attack, sharp positioning, maneuvers are common, very common.

112- Defense, prevention, and attack are often plays. Counterintuitive techniques depend on calculation. Because the position is often acute, it doesn't need to follow general ideas. General ideas only need to be followed more in developmental moves.

113- Trying to find fault where there is none at the beginning is the first step towards defeat.

114- A position can have more than one plane.

115- Before you make a mistake, you've already made one: allowing yourself to be led into a position that is too difficult for you, to the point of being at the mercy of mistakes.

116- Sometimes your mistake has so much impact that your opponent doesn't even notice it. Because every aggressive move has a mental impact on the opponent, it's easier to attack. Defending implies that you are playing poorly or will play poorly, so the brain forces you to lose.

117- If the opponent realizes they made a mistake and tries to correct it mid-plan, they might get into trouble, but even if successful, this shift causes significant mental discomfort, and future mistakes may occur. But often he doesn't see this mistake and continues.

118- Whenever two pawns are separated by two files, they promote without the king's help, only if they are on the fifth. (One only needs to be on the fifth and the other goes on the next move).

119- Attack moves, attack preparation (initiative), counter-attack and defense, do not follow general principles most of the time. They are strange, they seem to break the rules, but this is explained by the specific position.

Developmental moves tend to follow general principles. But that doesn't mean a preventative move...

It may also contribute to development.

120- Even if the engine figures out the chess game, it will still be possible to see the idea of the move, even if sometimes on average 9 moves ahead (in a middle position).

(game). Because chess will still have its tactics with a quick beginning, middle, and end, 3 moves on average, at most a tactics game has 7 moves.

One thing can change everything, which is why the engine doesn't have anything exact 20 moves ahead. There are positions with a 9-move tactical plan, but it's rare because it's not a tactical plan.

Straight, it's an option within a straight tactical formation.

Usually when there is kicking and screaming.

121- The beginner might open up side pawns in the opening because they're thinking of removing all the pieces that aren't close to the king. A foolish way to protect the king.

122- The quietest tactician is the tactician of the cornered piece.

123- The maximum a tactician can last is 8 moves (in a normal game without composition). The minimum is 3.

Capturing the piece in one move is tactical, but I won't tell you since hanging pieces are uncommon.

124- The difficult tactician is the curved and spacious one = acts in several Parts of the board and back, back and forth. And he who sacrifices a large piece for a smaller one, he who changes course.

125- "- When my king is under attack, especially in the opening with pawns, I feel uneasy, wanting to end the game quickly with a counter-attack, but then I waste time and play the wrong move. When this happens, stay calm, and if you lack a direct move, play simple."

126- Capablanca: in a difficult position, one uses tactics; in an equal position, one uses strategy.

127- Have an abnormal level of self-confidence, so You won't let good opportunities slip away. Underestimating you Even if it doesn't put the other person on a pedestal, it makes you miss opportunities.

128- When the king is very naked, the pieces tend to weaken as well.

129- Overloaded piece = may contain two or more types of tactics. Usually, one of the pieces is attacked.

or defended squares, perhaps to later attack the other defensive point. Sometimes the overloaded piece is attacked, so what it defends will become weak.

130- The intermediary is always a direct threat, and in Most of the time it's mandatory.

131- In interference, you can also interfere by disabling the opponent's piece from its defense.

Interference = blockade. There can be several tactics within this idea.

132- Knight subpromotion: 1- To gain time by escaping an attack (checking the king). Otherwise, you would get pinned, draw, or be checkmated. 2- To fork the king and capture a strong piece. 3- To checkmate, but it's rare.

Rook underpromotion: avoid drowning the opponent's king.

133- A desperate play also comes into play when the opponent makes a counting error.

134- Counter-check tactic = used to gain time by exchanging important pieces.

135- Queen vs pawn almost promoting. Bishop's or rook's pawn is problematic if the attacking king is not near that pawn.

Pawn to rook, king must be inside the square = it is mandatory to promote after the promotion (there are exceptions) your king must go to the opposite straight square (obviously before, your queen must have already trapped the king on the rank).

136- When the king is naked, be careful, he is always weaker than he seems.

137- Tactical training is never about winning a pawn, unless you're in the endgame, then a pawn is sometimes better than a queen.

138- Studying chess is a science, playing chess is a sport.

139- Worry about the king first, then the position of the pieces, and lastly the position of the pawns.

140- When the game is lost and you can't build a fortress or perpetual check, look at your king; sometimes, if he has little space, you can sacrifice and stalemate him.

141- Thinking long-term, playing common lines in the opening and trying to fight within those lines is better than playing reckless strategies. Because strong players don't fall for reckless strategies.

142- Fighting against a pair of bishops: try to exchange or limit the bishop that has no opponent (color). If the position opens up, it will become strong. Place pawns on the same square as it. But overall, taking a bishop is already good enough.

143- A closed position is not good for the horse just because it jumps, but because it becomes a slow and difficult position to open up, with few options, and the horse is a slow piece.

144- A poorly placed piece tends to slowly contaminate the others. (king and pawn also contaminate).

145- A move must follow the logical idea of the previous one.

146- Every identical position, when viewed closely, one of them has greater potential for improvement.

147- You don't need to play super well, you just need to ask yourself more questions about the reasons behind each move than your opponent does.

148- The difference between an amateur and a professional is also the repertoire, the number of matches watched.

149- When you are losing a fight in one part of the board, instead of continuing to battle there ingloriously, move to the part of the board where you are stronger and try to gain an advantage.

150- For most of the game, there is no thought given to each strategy, there is pattern recognition.

151- If an engine has twice the time to think, it scores 43 points higher than another engine. In the case of a human, the points increase to 116. That's why it's easier to lose a quick game to the machine.

Because when time decreases, the machine loses fewer rating points than a human being.

152- When learning something, put your pride aside and acknowledge the level of your stupidity.

153- In the stone wall structure "f4,d4,e3" it is always good to have a pawn, "d6" to prevent a knight from falling into the hole.

But it's not the end of the world; the horse alone doesn't win the game. There are always counter-attacks you can make.

to compensate for the horse in the hole. The stone wall also leaves house e4 weak for whoever builds it.

154- Avoid following general and vague plans. Very long-term plans are wishful thinking, "attacking the king".

General concepts are only good at introductions, and even then, barely. In chess, there will always be unexpected events, fluctuations... Follow realistic plans (two or three moves ahead) since More moves ahead can completely change the position. And what you were thinking won't apply. The general plan is good for getting a feel for the situation, but we should always base ourselves on short-term, concrete conditions.

155- To understand a computer move, look at the other combination it makes. Usually, after 4 moves, you understand why one move is better than another; it's due to very concrete reasons. For example, make a move, and if the computer doesn't like it, look at its move. Then, after making its move, you respond with the second move, which would be the answer to your first.

156- Chess is all about wanting, the position is bad, but if I think it's good, I play better and more calmly. That's because nobody really knows what's happening in every position, at every moment. Lying to yourself is good in this case of an undefined position.

157- Defending in a risky position: always try to make the simplest move that will limit your opponent's options.

158- Don't relieve the pressure in the center too early.

159- Be careful with prevention; sometimes avoiding an opponent's move will create more problems for you. The cure can be worse than the disease.

160- Tactics can appear in the simplest of situations.

161- The tower of the side columns may be better than
Those who dominate the central areas have a disadvantage, since at the right moment they can capture the king and/or attack pawns without the king or other pieces hindering them, especially if they are in the center. In the center, they would be more easily expelled.

162- Stronger players play better endgames, don't exchange queens against them.

163- Sometimes you don't need to exchange your bad piece for a better one from your opponent, just exchange one of your bad pieces for any other piece from them.

164- Tension creates opportunities for gain, don't let up.
Tension without concrete gain.

165- The weaker the player, the more security he wants.
When playing (avoid sacrifices, doubling pawns...), avoid thinking
about passive moves and moves that don't concede anything.

166- Conversion of advantage is when positional advantage
becomes material advantage.

167- To know if you've truly won in tower finals, the best thing is to
have more material "AND" plus something else. Active tower, passive
opponent...

168- There are positions that you have to have already seen to
Knowing the right move is key; trying to figure out a move based on
general principles won't help. This is common in tactical drills.

169- Magnus says he sees the board in 3D in his head, and
floating.

170- In Blitz, if you do very well in the opening, it's already a bigger
step than in a classical game.

A good opening in Blitz will create difficulties for the opponent, who
will likely play the opening carelessly.

171- A tactic that is difficult to see can also happen in a simple match; the difference is that in a high-level match, the tactic takes longer to appear, whether it is simple or difficult.

172- Chess is 90% pattern recognition, the other half is calculation.

173- Bishops of opposite colors, in addition to the heavy pieces, if you manage to attack the opponent's king first, the squares Those surrounding him will not be able to be defended by his bishop.

174- The player who has a material advantage can usually win the game by exchanging pieces to simplify the position and enter a winning endgame.

Another option is to use material superiority to overwhelm the other player's defenses and checkmate the opponent's king.

175 - Only the pawn creates space; the pieces help to maximize space, but they don't create more. Active pieces are different from space.

176- You must play the endgames according to the pawns, but the pawn endgame you must play according to the opposition of the kings, and the opposition has to be played by considering the promotion potential of the pawns.

177- Magnus's secret must be his memory and will to win.

178- Unusual openings are a way to unbalance the opponent and make him make a mistake. "Nerves".

179- The rating issue is relative; if you have 2500, you can control your nerves well and have a huge desire to play.

Reaching a rating of 2700 is a matter of bureaucracy, travel, playing in many tournaments, and avoiding open tournaments to avoid losing too much rating.

180- When a position is difficult for you, what not to do is a way to find the right move.

181- Positional moves depend a lot on taste; they are neither right nor wrong. The position provides a path, and you choose the moves.

182- Beware of traps, even if you know them, they can end up in a superior position for your opponent.

183- The lady in the center was an idea not so widely followed before; in the 20th century it began to gain popularity because it helped in attacks.

184- Many of Capablanca's or Morphy's immortal games were against very bad players, so it's not very instructive to analyze them.

185- Sometimes you're winning but you don't know it, since a draw against a good player would already be great for you, That's why you lose ground, you gain it, and you don't improve.

186- The greed for acquiring material possessions, and the greed for wanting to protect those possessions, cause the amateur/intermediary to lose.

187- It is difficult for a human to protect pieces with other pieces; when threatened, they use evasive techniques, removing the piece, placing it behind pawns, or counter-attacking if necessary. Be aware of the exceptions.

188- Sometimes your position is relatively won, but you draw because you are playing with a draw mentality.

189- When going for a bishop-versus-knight endgame, keep a pair of rooks to provide support.

The bishop's weakness. Never go into theoretical endgames with a weaker piece.

190- Classic player = positional: Karpov, Capablanca, Petrosian.

Universal players: Magnus. They say that from Spassky onwards, everyone is universal.

Aggressive and tactical players: Garry, Tal, Alekhine.

191- Chess is a relentless search for tactics.

192- Sometimes, for a piece to develop, a pawn must advance, so advance yours first to prevent or weaken the opponent's advance. Pawn prevention.

193- The difficult tactic is the one that has intermediaries.

194- If you don't have a fianchetto bishop and your opponent doesn't have one of the same color to exploit, exchange queens, because the queen can exploit by playing a pawn on the file, opening up a rook and receiving help from another light piece.

194.5 - In endgames, a player who wants to win exchanges pieces, while a player who wants to draw exchanges pawns.

195- When you switch queens, the game becomes more technical, it's better for those who have more knowledge.

196- Playing chess haphazardly is disrespectful to the game.

197- Chess moves: Attack, defense, counter-attack, prophylactic, development/neutral, and "the move that does nothing." The mistake is haunted by the ghost of one of these moves.

198- There are positions where you shouldn't do anything. Don't change the position, don't make crazy changes.

Playing defensively is better because playing recklessly is easy, since in most matches the tactics are of average difficulty, and any average idiot can spot them.

199- Reading books, watching match commentary, solving tactical problems... Learning is cyclical.

200 - Young players tend to be more aggressive and have a limited opening repertoire. Avoid the opening they are used to and play more positionally.

201- When all your pieces are developed, tactical threats will naturally emerge.

202- Every attack is, indirectly, a defense.

203- Rook pawn vs. rook pawn endgame. Rules: 1- Keep your pawn advanced; this gives your king space to enter the position. 2- If you can't oppose the opponent, move down and stay on the key squares where the opponent's king would have to move (follow rule 1 for this).

204- If you chose to play aggressively, stick to it; doubt along the way will cause you to lose.

205- Although a classical game turns into blitz in the endgame, a good blitz player cannot fully adapt to this type of endgame in classical games.

206- You don't mess with pawns that are out of time.

207- Positions with material imbalance = rook vs. two light pieces (vice versa), queen vs. rooks, 3 pieces vs. queen... are difficult to analyze. If you are already winning, avoid them; if you are losing, seek them out.

208- If your castling pawns are in "fianchetto" position, there's no point in developing your bishop in that area; it will get poked, wasting time or getting stuck.

Overall, your bishop is good on f5 and f4 (if you are white).

209- If you have a fianchetto, avoid closing the center in the color of your bishop's flag.

210- You always look bad when you worsen your position for dubious attacks.

211- It is common for the opponent, after a mistake, to lack the humility to return the piece and build something else. If Free from pride.

212- Material is always better than position, already that the goal of the best position is to gain material, but To gain material, you need a better position. Position is good as a means.

213- You don't lose a match because of the first mistake you made, but because of the many other mistakes you will make by dwelling on the first one.

214- Why do good players make tactical mistakes?
Also out of frustration.

215- When we analyze a game knowing which side won, we believe that the winning side made the best moves and that the losing side acted wrongly from the opening. We might interpret the winner's game as corrupt if someone says they lost.

216- You can learn something from any kind of game.

217- Most of the time spent thinking should be dedicated to double-checking the bid.

218- It is already enough to simply play better than your opponent.

219- The best coach a chess player can be is himself.

220 - Does your opponent have an extra pawn? If the position is closed, exchange queens and draw by repetition. The queen could open the position.

221- In a decent game, the first mistake usually starts with the smallest error and progresses to the most egregious. 1- Time. 2- Poorly placed piece. 3- Pawn structure. 4- Tactics. 5- Checkmate.

222 - My pawns or my pieces, which one is better? It depends on the position. Sometimes both together.

223- Critical moment. There may be several in the match, but one is always the decisive one.

In a bad match where both sides miss opportunities, there can be more than one great moment.

Critical. But knowing how to identify them makes you win the game, for example, moments where there are possibilities for exchanges, moments where if you or your opponent could play two moves, the game would already be decided, moments where a specific thing must be done...

224- First you must be strategically won.

After that, you need to stabilize that strategy and wait for your opponent to make a mistake, then look for tactics.

225- Believing that Magnus won't make mistakes is one of the reasons that hinders your game and causes you to lose.

226- The candidate's move doesn't work in practice; the brain doesn't rigidly separate things. The brain thinks in networks, not in straight lines.

227- "The times I made the worst mistakes were when I overthought things and when I was short on time." Anand: - Plan short and go where you feel most confident.

228- Pelikian says the main errors occur between plays 14 and 27.

229- The child benefits because they have better control of the mouse, familiarity with 2D and the internet. Playing online is enjoyable, and there's a higher point that's the only one that can be gained at such a young age, which is tactical training.

They haven't had time yet to develop a deep understanding of chess; if they beat someone good, it's because they are highly developed in one-sidedness, not because they are better. Knocking down the arrow is also easy and morally sound for them.

230- Anand: Kasparov needs dynamic positions to win. Magnus is already more versatile, winning many drawn endgames.

Some sophisticated moves. From super GMs and Engines. 1-

1. Defend by placing a piece in front (going out is the most common, but it depends on the position). 2. Use a rook right at the opening to defend on the second rank.

231- The toughest opponent is the one who doesn't want to fight, only to maneuver.

232- Long (and specific) plans always go wrong, chess is complex.

233- A very fixed plan makes you lose tactics. And it also makes you frustrated when you have to change plans; this frustration causes you to make mistakes. Also, when our king is being heavily attacked, even a fixed position... Normal seems lost.

234 - Opposition at a distance is for defending/waiting move. I may or may not be winning. Always aim to be at an odd distance.

235- In every (black) defense, there's at least one piece that will be weak in the opening. That's normal.

236- To win (attack) against someone good or of the same level, you have to sacrifice. But it's not that dry sacrifice where the guy hangs or I give him the piece to capture. It can be a sacrifice that is in the middle of a tactic. Sacrificing one of your pawns. Leaving a piece or pawn. To seek something more. Or, with the game already won, I sacrifice to reach his king faster.

237- In chess, as in life, don't ignore small problems; they will grow in size.

238- A piece may appear to be in its natural home, but that's not always the case. If it's in a natural home for it but isn't doing anything, isn't active, then it's unwell.

239- Position is worth more than time. Spend plenty of time in critical positions.

240- Don't do what your opponent expects you to do: automatic switches, obvious attacks...

Similarly, if your opponent is about to make a move, don't force moves (disrupting your position) to make them; it's redundant. Never play by reacting to them. Always make them react to you.

241- A queen in the middlegame is good at supporting the pieces, behind them.

242- Leaving your lady in front of the tower is much worse than it seems.

243- Preparation = making the move consciously, not like someone who did it for the first time, but without having studied it.

244- The more you improve, the less you have to play and the more you have to study.

245- In long games, the opening is characterized by making a huge difference. What usually happens in...

The opening is what will define the game.

246- The good thing about playing longer matches is that mistakes
Mistakes made will not be repeated, and successes will always be repeated. Because we have plenty of time to come up with an idea for each play.

246.5 You must resolve your pawns' problems before entering the endgame; this is a rule you cannot break.

247- Avoiding a bad move from your opponent is not prophylaxis, It's a waste of time.

248- Don't blindly follow the computer's moves. In the end, when your opponent has less time than you, keep your pieces instead of exchanging them; this makes it difficult for them to think and ends up wasting their time. Ace

Sometimes the best move is to trade, but the human factor is more important. Especially if the position is difficult for him.

249- If you have one less pawn, create problems for
The opponent, otherwise you will lose.

250- Compare the pieces: queen with queen, rook with rook... but also compare your best rook with your opponent's best, and your worst rook with your opponent's worst.

251- Studying the opening for a rating below 2000 is not wrong; what is wrong is studying only the opening and not the middle and endgame.

252- Connecting moves, making the pieces act together, but acting in a concrete way.

253- Going back and forth with the piece, changing plans, moves without a connection between ideas, all of this means mistakes.

254- A slow move is only justifiable if you have a concrete idea. A prophylactic approach "beforehand" will prevent the position from becoming so difficult in the future. Much of the difficulty in finding moves comes from making a long sequence of meaningless moves.

255- Letting your time run down can make your opponent think they've already won, encouraging them to make shallow moves.

256- "When I'm out of shape, what helps me is asking myself the reason behind each move. Mine and my opponent's."

And also to be free to exchange advantages and give up on sacrificing pieces when it's no longer possible to preserve them, playing for pawn advantage or for a future attack. part".

257- Defend your pawn laterally with your rook, only It's good if you're on the attacking side. Because the tower can have the luxury of dividing its strength, since it's the attacking side, "if it doesn't work here, I'll attack there".

Placing a rook behind a pawn puts all of the rook's energy there.

258- The accumulation of inaccuracies creates a position where the next move that would keep it "normal" is Extremely difficult to find.

259- To see the idea of a move, make a neutral pawn move after the mystery move.

260- He gave up in a tied position. He couldn't execute a plan that was fixed in his mind, and he became frustrated.

261- The 3 reasons why a good guy makes mistakes: 1- 1- growing greedy by underestimating the opponent. 2- being attacked, under pressure we make mistakes more easily (king (attacked, or queen and/or pawns close to promoting). 3- a fixed plan that could even be good, but with the

Changing positions doesn't work, but we continue with it.
Making a mistake in position is a win or a draw.
Most common in this last case is an inflexible plan.

262- An open position has many resources, even for those who are worse off; one wrong move is brutal, especially if the king is naked.

263- If all your pieces are attacking the naked king and you can't find checkmate, it's because you're not thinking about sacrificing; sometimes it's the only solution. Hence the
A checkmate appears, or at least the position is simplified with a future checkmate.

264- The opponent also tends to make mistakes when they have extra material in a dangerous position. But there's also a psychological factor... If the player has extra material and the opponent continues playing, that's disrespectful; this negativity makes them play any old way, since if the player with the extra piece stops to...

He'll think about which shot to play, he'll feel like crap, so he'll do everything half-heartedly.

265- It's not healthy to try to think 10 moves ahead, because by the fourth move the position can change drastically, and the fifth move you thought of won't make sense. Think two moves ahead, but be concrete and follow a plan.

266- Not everyone who is good at puzzles is good at chess. Tactical training shows the position already prepared, but to prepare, to reach the tactical position, it is necessary to know how to build, to plan... Sometimes we wear ourselves out so much planning a good position that when we get there we can't see an inch.

Beyond the nose. And tactical training tends to be simpler than matches. And when We're playing against someone very strong, which implies that a tactical approach won't work.

267- Training tactics with dedicated time for each player helps more.

268- The initiative is the first and easiest thing to achieve in a match.

269- Don't wait until you have a rating of 2400 to start thinking about bids.

270- The opponent becomes discouraged and makes mistakes when their plan fails, even if the plan evens the score.

271- In chess, progression is not as concrete as in Jiu-Jitsu, since no position is repeated (the main factor). The opening can be learned more easily, and The ending comes second, since the ending can be repeated, either concretely or almost.

272- Books and alone, The main thing.

273- The difference between a top 10 and a top 200 is the calculation.

274- If humans have more creative capacity, but computers always win (and they lack creativity, only calculation), then ultimately, calculation is... most important.

275- Tactics beat strategy.

276- The knight is the most common piece in brilliant tactics, active or supporting other pieces. It is good not only in closed positions, but also when there are fixed pawns (not exactly a closed center).

277- A single, forced move is difficult to find when the position appears neutral.

278- The exchange of advantage in chess reaches a point where it is mandatory to move towards checkmate, as is simplification. Especially if the opponent is good defender.

279- The difference between a 2400 and a 2100 is that the former makes fewer mistakes, but doesn't always know more. The difference between a 2700 and a 2400, besides tournament rhythm, is that the 2400 can't handle as many tactics as...

If he gets into a critical position, he succumbs after 3 or 4 consecutive tactical moves.

280- In 90% of positions there is no single good move, there are several (3 or 4). Only in sharp positions is there a single correct move.

281- In your move calculations, always end with your own move, "I do this, the opponent responds, then I respond." Never end with your opponent's move.

282- The pair of bishops is good in open position, but it depends on how they are placed; "side by side" facing the same wing gives them more strength.

283- Have flexible plans.

284- When attacking the naked king, 99% of the attacks should be aggressive, sacrifices, or have the potential to be, whether the piece is near the king or far away, it doesn't matter.

285- The counter-attack can also be executed in two moves, one move prepares and the next captures. It doesn't have to be a direct capture.

286- The heavy pieces (rooks and queen) fit well almost anywhere. The pieces that need improvement are, to a greater extent, the light pieces, knights and bishops.

287- In queen and two rook endgames, the top side is the one with the most protected king (besides the pawn positions).

288- A poorly placed piece contaminates not only other pieces, but pawns as well.

289- A positional sacrifice is one where you don't immediately win a piece or checkmate; it takes about 8 or 10 moves to gain something. There are rook and knight positional sacrifices... these are more common.

290- "Violent moves are only good if you have the queen; without the queen, your active pawns will start getting hammered." Only exchange queens if you have a clear advantage.

291- Every computer move has a mathematical meaning.

292- Playing fast at the start of the game gives you attitude, presence of mind, and creates pressure on the opponent. "Even if the opponent is stronger, sometimes they break down." But of course, every bold move has to have a purpose.

293- "Practical Issues" in chess: Pressuring a drawn position, time on the clock, psychology. In other words, there is no clear separation between what is practical and what is not.

Anything that involves more human decision-making than objective judgment is a practical matter.

Practical: everything that is subjective. "There are two good moves, which one do I choose? That's where your will comes in, that's what's "practical".

294- Zug is common in pawn endgames. But also in queen endgames, endgames with light pieces, and in the middlegame with a closed center, where one side is sometimes forced to move a pawn forward and weaken, and the other side becomes...

Maneuvering pieces while waiting. Sometimes

it's not about improving my piece, it's about preventing the other from doing the same. to improve his.

295- Always force your opponent to defend. ALWAYS.

296- Every movement must have a concrete purpose, even if it is unclear or even if it is clear but not very ambitious.

297- If a poorly placed piece contaminates the others, a well-placed piece improves the others.

298- In chess, every move has a simple explanation, but only after you discover why. No matter how difficult the move, it always has a simple explanation, because obviously, chess is not a religion, no.

It's quantum physics, it's a game.

The difficulty lies in the fact that sometimes it's a move that wasn't in our plan, or a sequence of simple explanations, an excess of simple moves in a game...

299- Once you understand the reasoning behind a move (whether strategic or tactical), it's like chasing a medium-speed animal (25 km/h), making it easy to catch, but before understanding the move, it's like having to hunt several of these animals at the same time.

300- Even if the opponent's move is moderately good, I can still have problems. Besides the small advantages they've accumulated, I can't go back pieces, reverse the time of the player's turn, or play twice in a row...

301- What matters are the parts that are left over, not the ones that are being replaced.

302- If your pieces are more or less well positioned, look for active moves (usually with pawns).

303- A good defense or a good attack is based on good development.

304- The computer only values material. It sacrifices parts only if it will gain more material later, or if it's to perform checkmate (checkmate is a way to have more material/active material).

305 - Losing, yes, but never losing the same way again.

306- This position will probably never be repeated in another of your games, so learn its general meaning, the strategy, the psychology that made you get it right or wrong.

307- One way to drive yourself crazy is to compare yourself to the best version of a super GM in every game – “But Magnus wouldn't have lost that game”...

The funny thing is that we never draw inspiration from their worst versions.

308- When we play against someone much stronger: 1- We defend a lot = we lose.

2- We risk it anyway = we lose.

3- We take risks, but the moves have a certain logical or practical sense = we have a better chance of winning.

309- If you are lost, complicate the position by sacrificing quality, attacking the king...

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